The Elohim

The Elohim are the strongest of the lower caste of angels. They are similar in size to humans, with pale blue skin and silver hair. Like the Ishim, they can appear to be either male or female. The Elohim are the footsoldiers of the gods, the Legion that marches when the forces of evil grow too strong for mortals to combat alone, and the gods must intervene.

Elohim are rarely seen on the material plane, as they are unable to hide themselves from mortals, and so only venture forth to combat threats directly. They are akin to Planetars in their role as weapons of the gods, and indeed Planetars often lead small groups of their smaller cousins into battle against the forces of evil.

When Elohim strike in this way, they will descend from the heavens in a beam of brilliant light, preceded by a hail of javelins that crackle and spark with celestial energy, before smashing shield-first into the ranks of the foe and cleaving them apart, their blades shining with blinding light, burning with holy fire, or seething with immortal wrath.

When the Angelic hosts descend upon the material realms, it is the Elohim that form the bulk of Heaven's armies. While Ishim scout and harass, Devas unite and lead mortals into the fray, and Solars hunt and slay the mightiest of the enemies monsters and champions, it is the Elohim who lead the charge against the hordes of darkness. Battalions of Elohim , each lead by a Planetar, soar into combat, slashing and burning all before them, cleansing the world of evil by the edge of their blades and the strength of their shields.

Elohim

Medium Celestial, Lawful Good

Armor Class 15
Hit Points 180 (24d8 + 72)
Speed 30ft, fly 75 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	16 (+3)	18 (-4)	18 (+4)

Saving Throws Con +6, Wis +7, Cha +7
Skills Insight +7, Perception +7
Damage Resistances radiant
Condition Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 90ft, passive Perception 17
Languages all, telepathy 90ft
Challenge 8 (3900 XP)

Angelic Weapons. The Elohim's Weapon attacks are Magical. When the Elohim hits with any weapon, the weapon does an additional 3d8 radiant damage (Included in the attack).

Innate Spellcasting. The Elohim's spellcasting ability is its Charisma (DC 16). The Elohim can cast the following spells, requiring only verbal components.

At will: *detect evil and good*

2/day each: *searing smite, wrathful smite*

1/day each: *blinding smite, shield of faith*

Magic Resistance. The Elohim has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Elohim can make 2 attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 8 (1d8+4) slashing damage and 13 (3d8) radiant damage.

Lightingstrike Javaalins. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit* 4 (1d6+1) piercing damage plus 3 (1d6) lightning damage plus 13 (3d8) radiant damage.

Healing Touch (2/day). The Elohim touches another creature. The target magically regains 15 (3d8+2) hit points and is freed from any curse, disease, poison, blindness, or deafness.